Chain Lightning

With this spell, the character projects a charge of electricity at a group of foes. After striking one creature, the electrical charge then jumps from one foe within the area of effect to another.

College: Forces
Philosophy: Evocation
Special Effects: Arcane Magic, Forces, Evocation, Electricity
Effect: RKA 3d6
Casting Time: 1/2 Phase
Target/Area Affected: Single Creature
Duration: Instant
Range: 450 meters
Active Cost: 79
Skill Roll Penalty: -4
Real Cost: 32
END Cost: 8

Chain Lightning: *Ranged Killing Attack 3d6 - Area Effect (Any 5 Meter Area; +3/4)(79 Active Points) - Requires A Power Skill: Evocation Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

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